Player Name: ______________________

Character Name: ______________________

WARHAMMER 40,000 ROLEPLAY WRATH & GLORY

Tier: ______ Species: ______________ Archetype: ______________ Background:

Rank: ______ Faction: ______________ Keywords: ______________

ATTRIBUTES

	S	T	A	I	Wil	Int	Fel
Rating							
Bonus							
Total							

WRATH

USES FOR WRATH

- Re-roll all failed dice
- Make a narrative declaration
- Action to restore double rank shock

SKILLS

		Rating	Total			Rating	Total
Athletics	S			Medicae	Int		
Awareness	Int			Persuasion	Fel		
Ballistic Skill	A			Pilot	A		
Cunning	Fel			Psychic Mastery	Wil		
Deception	Fel			Scholar	Int		
Insight	Fel			Stealth	A		
Intimidation	Wil			Survival	Wil		
Investigation	Int			Tech	Int		
Leadership	Wil			Weapon Skill	I		

OBJECTIVE

CONVICTION = Wil	SIZE
RESOLVE = Wil -1	SPEED

DEFENCE	RESILENCE		
	Base +	Armour =	TOTAL
= I -1			

WOUNDS		SHOCK	
	Max = T + Tier		Max = Wil + Tier
			Determination = T

WARGEAR

Weapons	Dice Pool	Damage	ED	AP	Salvo	Range			Traits

Armour	AR	Traits

Gear:	Influence	Wealth
	= Fel -1	= Tier

TALENTS & ABILITIES

FAITH

Max

TRAUMATIC INJURIES

Maximum = Tier +1

1.

2.

3.

4.

5.

6.

MEMORABLE INJURIES

MUTATIONS

CORRUPTION

Level
1
2
3
4
5

PSYCHIC POWERS

Power	DN	Activation	Duration	Range	Target	Effect

NOTES

STEALTH

Passive Awareness

= Awareness Total / 2

XP EARNED

CURRENT XP